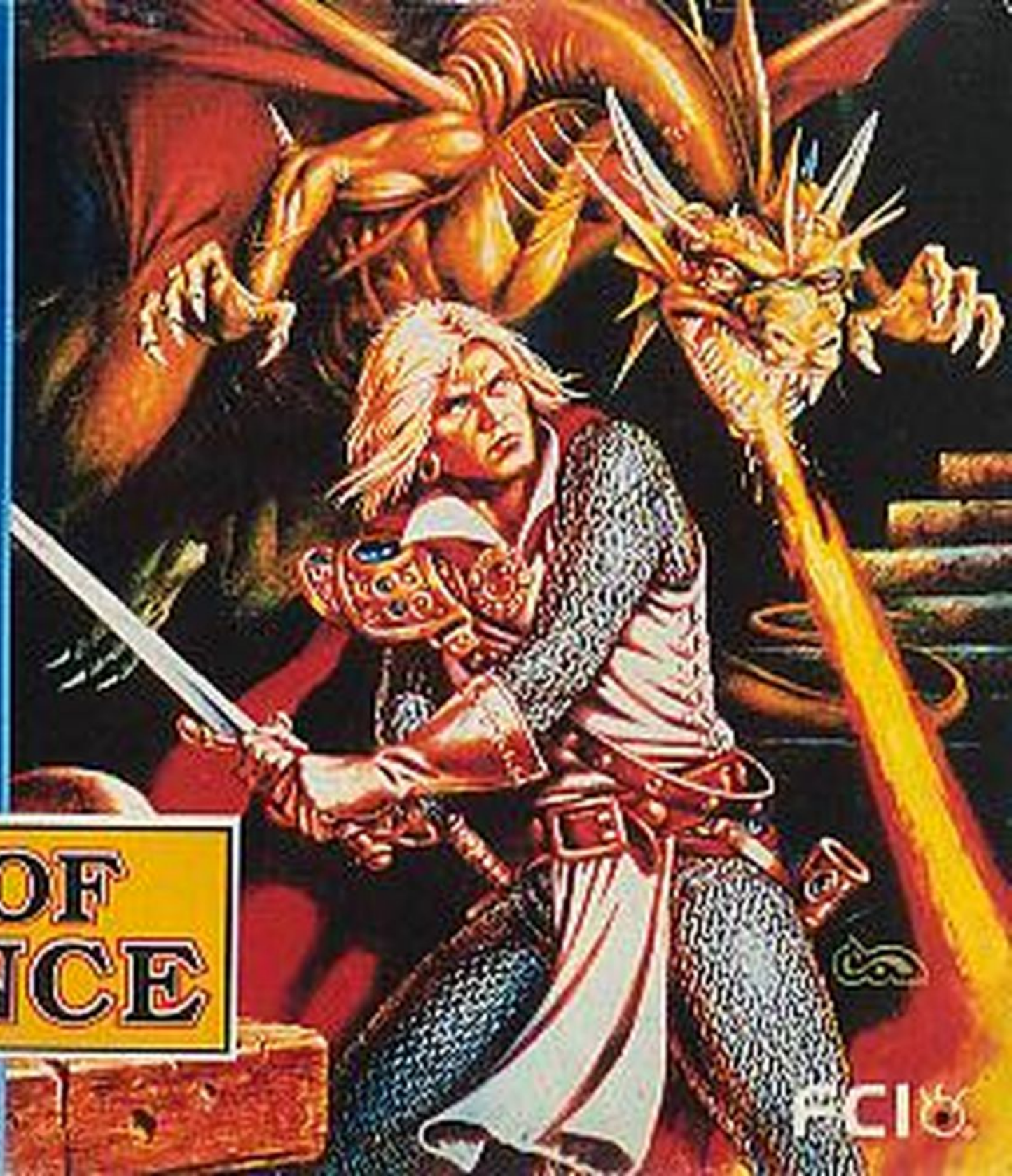
OFFICIAL

Advanced Dungeons & Dragons

VIDEO GAME



POOL OF RADIANCE

NES-0A-USA

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Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

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Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.
4. **Warning: Do not use with front or rear projection TV-**Do not use front or rear projection TV with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationery scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to projection television. Please contact your TV manufacturer for further information.

ADVISORY

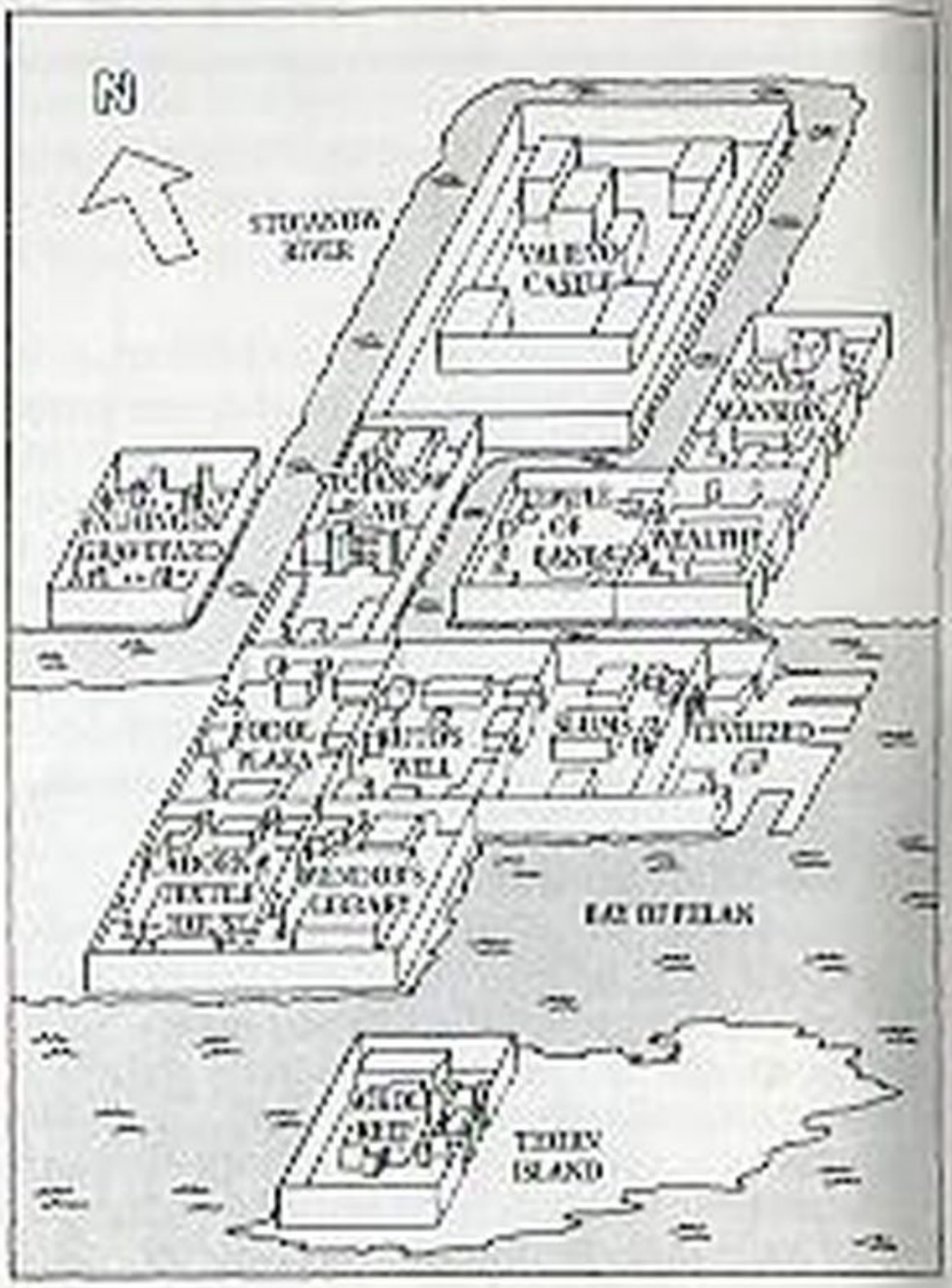
Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Table of Contents

3 Phlan Today
4 The Pool
5 Getting Started
7 Character Menu
8 View Screen
10 Making Characters
— Classes
— Races
— Character Alignment
— Character Ability
— Name Character
16 Environ Menu
17 Game Controller
17 Adventure Screen
18 Phlan
22 Adventuring
24 Encamp Menu
25 Spell Menu
27 Combat
28 Combat Menu
32 Magical Treasures
34 Spell Descriptions
42 The Phlan Area Bestiary

PHLAN



Phlan Today. . .

The city of Phlan, built on ruins upon ruins, is divided between the human forces of the Council and the wicked forces that hold much of the remaining city. The Council territories are nestled behind a strong stockade of stone quarried from the ruins and trees cut from the Quivering Forest. A substantial city-guard patrols the openings in the walls at all hours, always ready to repel attacks by the old city's inhabitants.

Phlan displays little splendor of the ancient past, but the past is always with her inhabitants, reminding them of what once was and could be again. The city is filled with adventurers seeking new fortunes and traders hoping to reestablish old trading lines. The lands beyond the civilized stockade are wild ruins controlled by local factions or tribes. Control extends only as far as the reach of claw or sword. Petty bands of orcs, goblins, some led by more sinister monsters, vie with humans for power.

Much of Phlan's ruined greatness can be found in the Old City. The main sights include: the forgotten riches of the wealthy old nobles' houses; Pedal Plaza, the center of the old trading district; and the Old Shrine, now dedicated to Bane. Valjevo Castle has been refortified and is being used as a headquarters for one faction leader or another.

The Pool. . .

Legend says the elves first discovered the Pool of Radiance. Its description has varied through the years. Many wise sages have declared it a myth and a conman's gambit. The location of the Pool changes from tale to tale — sometimes it is deep in the heart of an eternal wood, sometimes on an island circled by great wyrms, and sometimes in the heart of a huge solitary peak that rises above all others in the Dragonspine mountains.

It is said that the pool glows with its own energy. Those that approach it feel new power within their bones, while an unreal melody holds them in rapture. Legends say that the Pool's power created the Quivering Forest and caused the Sorcerer's Isle to appear. The Pool is said to bring great power to the worthy, and horrible demise to the unworthy.

THE MOONSEA

Getting Started

1. Insert your Pool of Radiance cartridge into the Nintendo control deck.
2. Turn on the power and the Title Screen will appear.
3. Press the Start Button and the Main Menu will appear.

Use the ✚ key to highlight options and Button A to select highlighted options. Use Button B to escape out of menus without making a selection.

To adventure in Pool of Radiance you must have a party of characters. There can be up to five player characters (PCs) and one non-player 'character' (NPC) in a party. You can either select Character to make your own characters or select 'Order' to use the ready-made characters that come with your cartridge.

Character Select this to make new characters or to view or erase existing ones. Making new characters is described in the Character Menu section beginning on page 7.

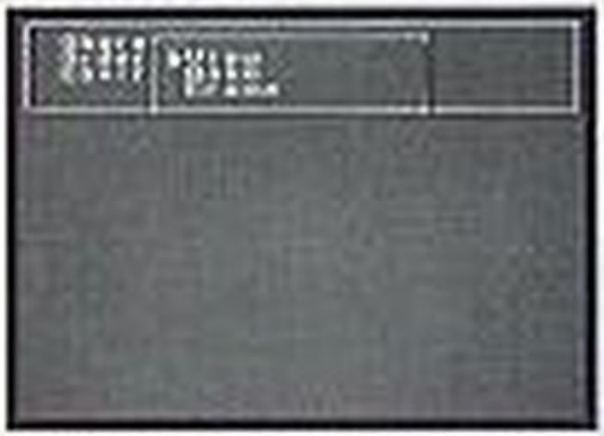
Order Select this to band characters together into an adventuring party or to change the order of characters already in a party. When you select 'Order', a list of characters will be displayed. Choose characters by highlighting them with the ✚ key and selecting them with Button A. If the character you choose is not already in the party, an asterisk (*) will appear next to the name when you select it to show the character has joined. If the character you choose was already in the party, the asterisk will disappear to show the character is no longer in the party.

Only 5 characters may join the party, and they are placed in the order that you select them. Characters selected first tend to be in the front when battles start — so select large, strong characters before weaker spell casters. To change order, take characters out of the party, and then reselect them in a new order.

Environ Select this to turn sound and music on or off, save games, and adjust the speed at which messages are displayed. See the Environ Menu section on page 16 for more information.

After you have made a party, the option 'Begin adventure' will appear with the other options on this first menu. Select this to start playing.

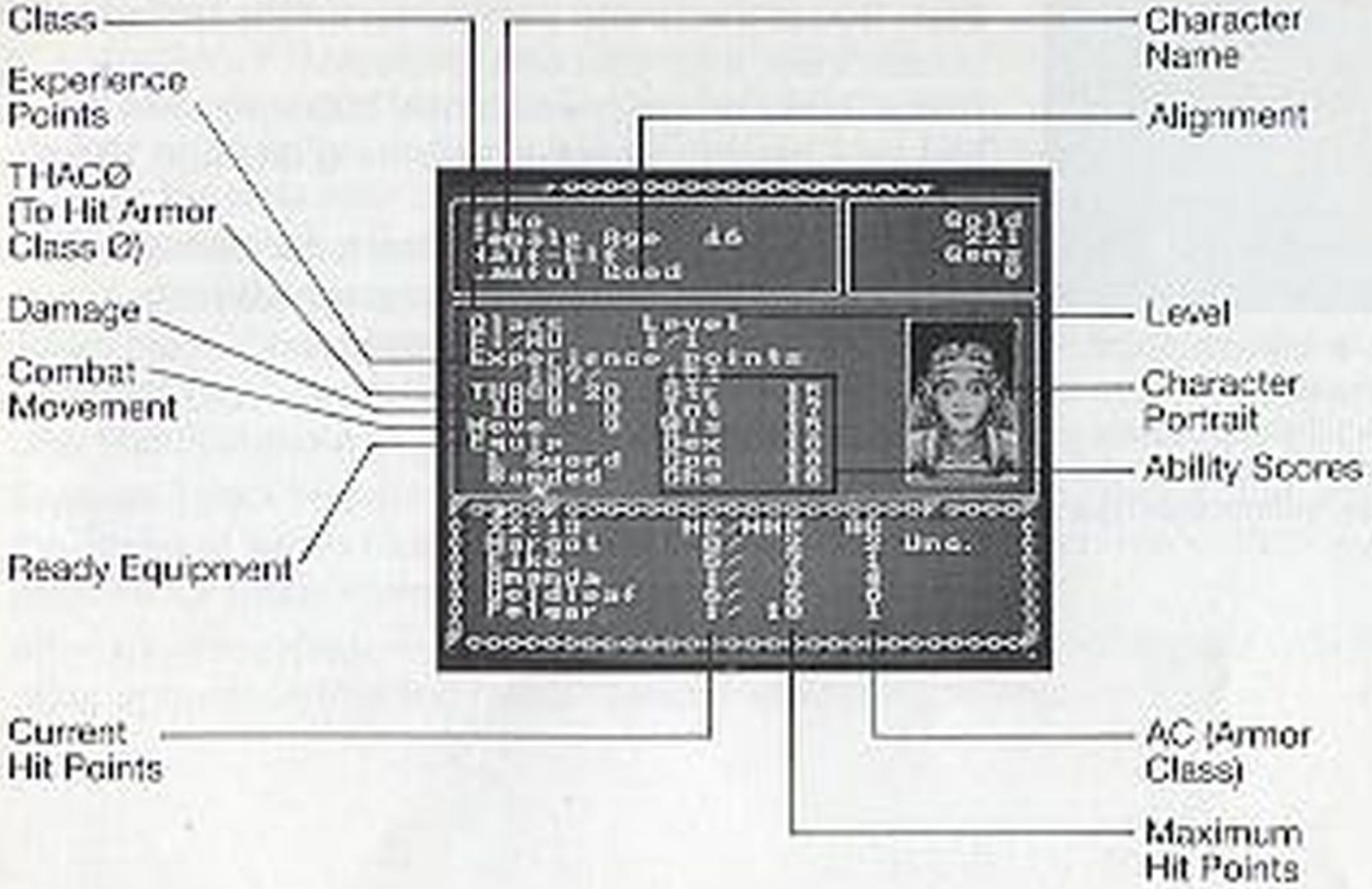
Character Menu



Use the ✚ key to highlight options, and Button A to select highlighted options Use Button B to escape out of menus without making a selection.

View Select this to see a character's View Screen. Select 'View' then choose a character.
Make Select this to create a new character. See the Making Characters section beginning on page 10 for more information.
Erase Select this to remove a character permanently. Select Erase then choose a character. *Warning: Erased characters are lost forever.*

View Screen



Ability Scores These values define a character's physical and mental prowess. There is a description of each ability on page 14.

Class This is the character's occupation, such as fighter or magic-user. Non-human characters can be more than one class at a time. For example, elves can be magic-user/thieves while humans can be magic-users or thieves.

Level This the character's advancement in his or her class.

Experience Points This measures how much the character has learned and experienced. When a character has earned enough experience points, he or she can go to the Dueling & Training Hall in Phlan to train up to the next level.

Maximum Hit Points (MHP) This measures how difficult a character is to incapacitate or slay. A character becomes unconscious if hit points reach 0 and expires if hit points reach -10 or less.

Current Hit Points (HP) This shows how many HP the character has at present. Hit points will never be shown as less than 0.

Armor Class (AC) This measures how difficult the character is to hit in combat. The lower the AC number, the harder the character is to hit.

THACØ This measures a character's combat ability. Every time a character attacks, a random number is generated. THACØ is the number a character needs to hit an opponent with AC 0. If the random number is equal to or greater than the character's THACØ minus the opponent's AC, the character hits.

Example: A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need (THACØ 15)-(AC 3)=**12+**
But to hit a monster with an AC of -2 the fighter would need (THACØ 15)-(AC-2)=**17+**

Damage This is the number of HP of damage a character can do to an enemy. Damage includes basic damage for the weapon plus magic and strength bonuses.

Example: A fighter with a magical long sword +1 and a 18 (35) strength does 1d8 + 4 HP of damage: (1d8=1-8 for sword) + (1 for magic weapon) + (3 for strength).

Alignment This is the character's ethical and world view.

Combat Movement This is how many squares the character can move during combat. It is affected by the character's armor, carried weight and strength.

Ready Equipment This the armor and weapon the character has ready.

Making Characters

After selecting 'Make' from the Main Menu you must do the following:

1. Select the character's class/race/gender .
2. Select the character's alignment.
3. Accept the character's ability scores.
4. Name the character.

Move the cursor up and down with the ✚ key and select the character's class/race/gender with Button A.

❶ Classes:

Fighters are warriors who are most comfortable in the thick of battle. You will need them to deal with the many monsters and other foes that will stand in your way. Fighters can use any type of weapon or armor.

Clerics are members of a warrior clergy class who can both fight and cast magic spells. Clerics are the only class that can cast the valuable healing spells. Clerics can use any type of armor, but they cannot use bows or any type of edged weapons (for example, swords).

Magic-Users are trained in the ways of magic and can cast many powerful and useful spells. Magic-users cannot wear armor and are unable to use very many weapons.

Thieves are very useful for their skills at picking locks and disarming traps. Thieves are limited to leather armor and can only use a few weapons.

Multi-Class are characters with more than one class at a time. This means that they can do many things well — for example a fighter/magic-user can fight with armor and swords as well as cast magical spells. Multi-class characters increase in level more slowly because their experience points are divided evenly among all of their classes.

❶ Races:

Humans are the most common player race in the Realms. They can advance to maximum levels in any class. Humans can be fighters, clerics, or magic-users.

Dwarves are a hardy and rough race of warriors and craftsmen. They are resistant to magic and poison and have bonuses when fighting goblins, hobgoblins, or giants. Dwarves can only be fighters.

Elves are a tall, slender, and long-lived race. They are nearly immune to Sleep and Charm spells and are adept at finding secret doors with the 'Search' or 'Look' command (see the Adventure Menu). Elves can be magic-users, fighter/magic-user/thieves, or magic-user/thieves. Elves can only advance to a maximum of seventh 7th-level as fighters.

Gnomes are distant cousins to the dwarves, and they share some of the same magic and poison resistances. Gnomes can only be thieves.

Halflings stand about half as tall as humans — hence their name. They have no ability with magic themselves, but are somewhat resistant to spells. Halflings can only be thieves.

Half-elves are hybrids who posses virtues from both their human and elfish parents. They are resistant to Sleep and Charm spells and are also adept at finding secret doors. Half-elves can be fighter/magic-users, or magic-users/clerics, fighter/clerics. Half-elves can only advance to a maximum of 5th-level as clerics.

❷ Character Alignment:

Select the character's alignment, or how he or she views and interacts with the world. Alignment is presented in two parts: the character's world view and personal ethics.

World View:

Lawful indicates that the character understands that people should work within the rules of society.

Neutral indicates that the character moves between valuing society and its rules, and valuing the individual.

Chaotic indicates that the character values the individual (himself) above society and others.

Ethics:

Good indicates the character tries to act in a moral and upstanding manner.

Neutral indicates the character leans towards "situational ethics," evaluating each set of circumstances.

Evil indicates the character acts either with no regard for others, or in an overtly nasty manner.

❸Character Ability Score

The character's ability scores are displayed after you select an alignment — select "Yes" to keep these scores or "No" to have new scores generated. Certain abilities, called *prime requisites* are more important that others. Prime requisites are ability scores that are especially important to each class. For example, magic-users use intelligence while thieves rely on dexterity. Characters with a score of 16 or higher in their prime requisite get a 10% bonus to experience.

Strength measures physical power, muscle, and stamina. Strengths of 16 and above give characters bonuses with melee weapons such as swords or maces. Fighters can have exceptional strengths of greater than 18. Exceptional strength is indicated by a percent value (01, 02, 03. . . 99, 00) following the base strength (for example 18/23). Strength is the prime requisite for fighters.

Intelligence measures memory, reasoning and learning ability. Intelligence is the prime requisite for magic-users.

Wisdom measures judgement, enlightenment, will power, and intuition. Characters with wisdom of 7 or less are more susceptible to magical spells, while wisdom of 15 or greater lends some resistance. Wisdom is the prime requisite for clerics. Clerics with wisdom of 13 or greater also get extra spells.

Dexterity measures agility, eye-hand coordination, and reflex speed. Characters with high dexterities have bonuses to armor class, making them more difficult to hit. Good dexterity also gives bonuses when using missile weapons such as bows or slings. Dexterity is the prime requisite for thieves.

Constitution measures fitness, health, and physical toughness. High constitution increases the number of HP a character gets.

Charisma measures personal magnetism, persuasiveness, and ability to assume command. Characters with high charisma are useful as spokespersons when dealing with NPCs you may run across during your adventures.

❹ Name Character Screen

Your character name can be up to 8 characters long. Choose the name by highlighting letters with the ✚ key and selecting them with Button A. Select 'End' to finish naming.

Environ Menu

This menu is used to set game options such as the speed at which messages are displayed, and whether sounds and music are played. Use the ✚ key to highlight options and the indicated buttons to change highlighted options.

Game speed number This changes the speed at which messages are displayed. Use either the A and B buttons to change the speed.

Music Select this to turn the background music on and off.

Sound Select this to turn sound effects, such as combat sounds, on and off.

Quick Select this to change how pictures on the screen are displayed. 'Quick On' makes the game faster while 'Quick Off' makes the pictures smoother.

Auto Combat Turn this On to make a character fight under automatic control in Auto Combat mode. You can also put characters on Auto Combat mode during a battle by selecting 'Auto'. Once a character is set to Auto Combat mode, you must use this option again to regain normal control.

Exit Select this to exit the Environ Menu.

Game Controller

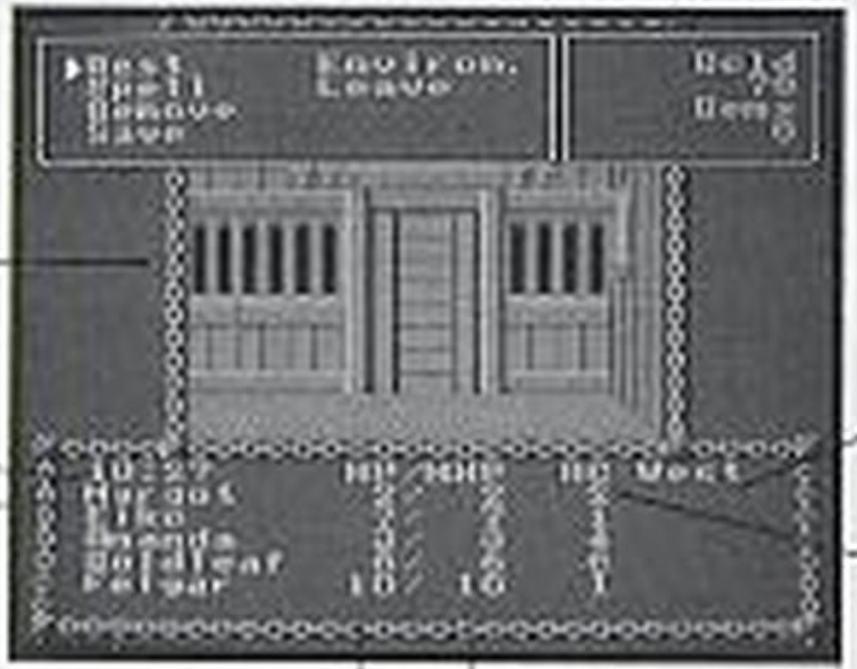
M - highlight options
A - move party
C - move and target

M - select options
A - go to menu
C - go to menu or select target

M - exit without making selection
C - delay action

M = Menus
A = Adventuring
C = Combat

Adventure Screen



View Window

Time

Character Name

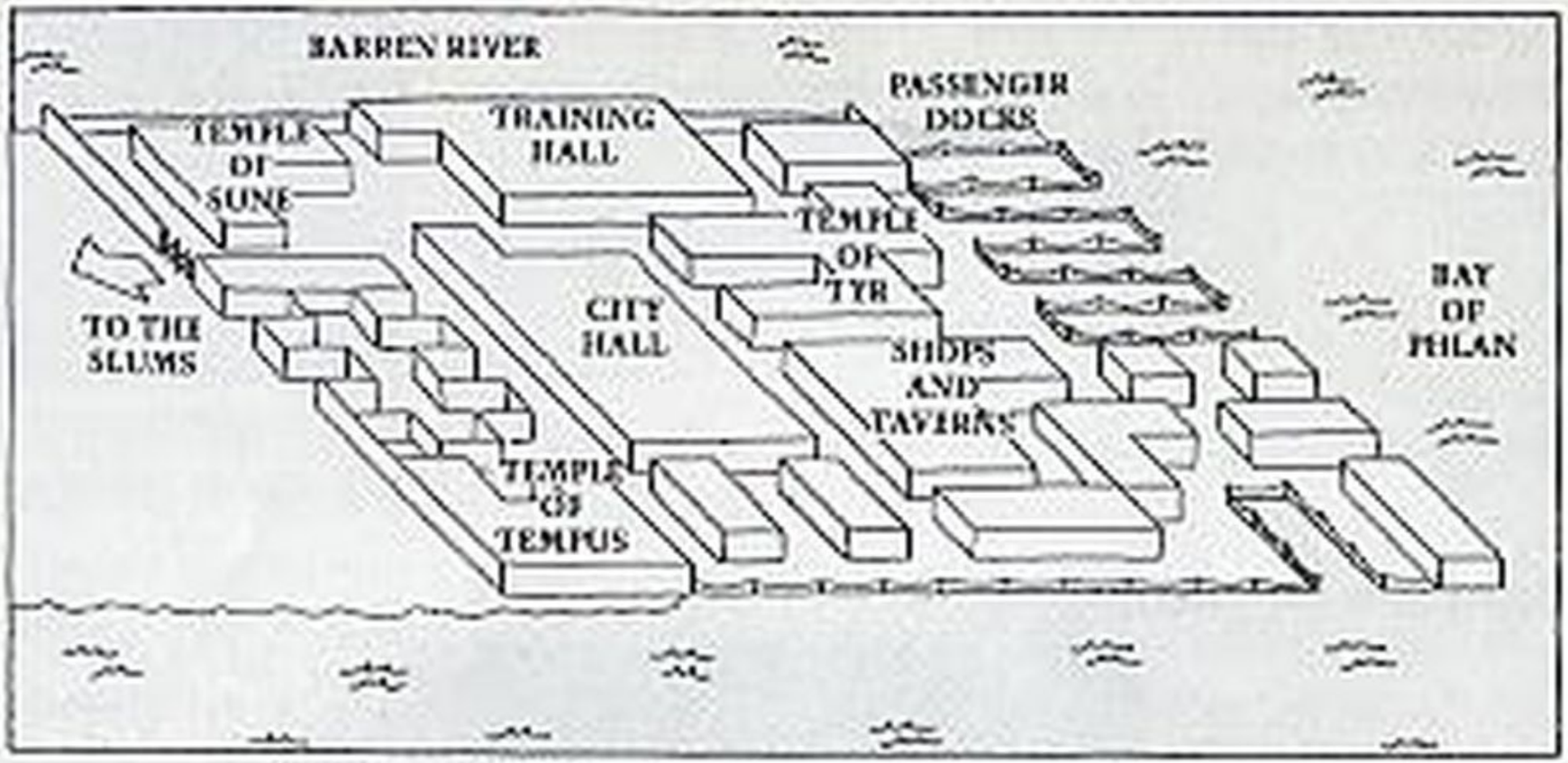
Current Hit Points

Facing Direction

Armor Class

Maximum Hit Points

Phlan



The Civilized Area of New Phlan

At the start of the adventure you will be given a guided tour around the city of Phlan. To speed up the messages during the tour, hold down Button A (this also works during the rest of the game). After the tour, go to an Arms and Armor Shop

and purchase armor and weapons for your characters. Be careful not to run out of gold before purchasing equipment for everyone — later you can come back and purchase better equipment with the gold and gems that you find. The following are some points of interest in Phlan:

City Hall/City Clerk The city clerk will give your party commissions for jobs. When a commission is completed, return to the city clerk to receive payment and experience points.

Arms and Armor Shops These shops sell armor and weapons. Armorers will purchase extra weapons and gems, they can also identify magical items, scrolls, and potions for a cost of 200 gold pieces. The following menu comes up when you enter any kind of shop:

Buy Select this to purchase items or equipment. Select 'Buy', then choose a character and items. If the list of items does not fit on one screen, select the arrow at the top of the screen to see more.

Sell Select this to sell items or gems to the shopkeeper. Non-magical items will be purchased at only one-half their original price. If you offer to sell a magical item, the shop keeper will make an offer. If you refuse the offer, the shopkeeper will only offer one-half as much the next time. Select 'Sell', then choose a character and item.

Identify Select this to have the shopkeeper identify items, scrolls, or potions. There is a 200 gold piece charge for the service.

Use item Select this to use a magic item, trade items between characters, or to drop items. The following options are available after you select Use item:

Use Select this to use items. Select Use, then choose a character and the item to use.

Trade Select this to trade items between characters. Select Trade, then choose a character to give up the item, the item, then the character to receive.

Drop Select this to drop items. Select Drop then choose a character and an item. Warning: Dropped items are lost forever.

Leave Select this to exit the shop. Pressing the B Button also exits.

Other Shops There are several other shops in Phlan that sell items. Jewelers allow the party to convert heavy gold into lighter, easier to carry jewelry. General Items Shops sell mirrors, oil, and other items. Silver shops sell silvered weapons and fine quality composite bows.

Shrines Phlan boasts shrines of Tyr, Sune, and Tempus. The clerics in the shrines provide many healing services, for a cost.

Dueling and Training Hall

Here you can hire NPC adventurers to join your party, duel to gain experience points, or train to increase in levels. The following menu comes up when you enter the hall:

Training Select this when you have a character who has earned enough experience to go up a level. Characters can only go up one level at a time, and training costs 1000 gold pieces. Magic-users get to select one new spell for their spell books each time they advance. To train a character, select 'Training', then choose the character. If the character is multi-class, you must also select which class to train in.

A character's maximum hit points increases after he or she advances. Use Cure Light Wounds spell to get current hit points up to the new maximum.

Duel Select this to have a character enter the arena. Characters gain experience for winning battles. To fight, select 'Duel', then choose a character.

Main Menu Select this to get the Main Menu.

Hire NPC Select this to hire a non-player character (NPC) to join your party. NPCs will fight on the party's side, and share in treasure and experience. You can have only one NPC at a time in your party, and they are not always available for hire.

Save the Game This is the same as the 'Save' option in the Environ Menu.

Leave Select this to exit the hall.

Adventuring

Party Select this to get the 'View' and 'Order' options described under Character Menu on page 10.

Encamp Select this to have your party make camp. When you encamp, you can rest characters, have them cast or memorize spells, remove characters from the party, or set game options. See the Encamp Menu on page 24.

Cast Select this to have magic-users or clerics cast spells. Select 'Cast' then choose a character to cast, the type and level of spell (for example: 'Cl Spell L1' for first-level cleric spells), then the spell to cast. Remember: Some spells can only be cast during combat and others only before or after. See the Spell Summary Table on page 52 for more information.

While you are moving, the ✚ key moves and turns the party and Button A goes to the Adventure Menu. While you are in the menu, the ✚ key highlights options and Button A selects them.

Equip Select this to have characters get equipment ready or stop using it. You must ready armor, weapons, and some magical items before they can be used. Select 'Equip', then choose the character and the items to ready or unready.

Characters can only wear one suit of armor at a time, and readying other items is limited to the characters' two hands. For example a character can ready a sword and a shield, or just a bow (which takes two hands). To ready a new weapon or piece of armor you must unready the old one.

Use item This works like the Shop Menu option.

Look Select this to examine the square the party is currently in. This is useful for finding hidden treasures and secret doors. It takes ten minutes of game time to look, which gives wandering monsters a greater chance to find the party.

Search This is similar to 'Look', except that the party members will automatically examine every square as they move. Each square takes 10 minutes of game time to move through, which gives wandering monsters a greater chance to find the party. The word "Look" is displayed on the screen while the party is searching.

Area (Not available in all sections) Select this to switch between the 3-D and overhead views. The overhead view is not available in some sections of the game, or if the party is lost. The party always has a chance of getting lost indoors if they run away from monsters.

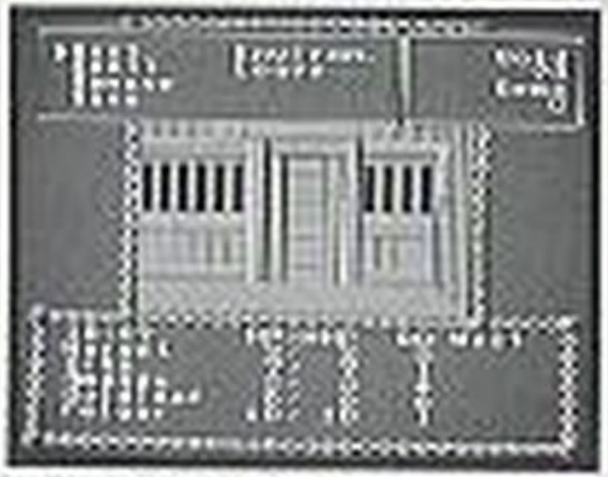
Encamp Menu

Your party will encamp often to save the game, recover from battles, and prepare for new ones.

Rest Select this to have the party recuperate or wait out the night. Characters will recover 1 HP of damage for every 24 hours of rest. Many shops are closed during the night, so if your party returns to the city during the night, they should go to an inn and rest until morning.

Spell Select this to cast or memorize spells, scribe magic-user scrolls into spell books, clear memorized spells, or check the party for spell effects. See the Spell Menu on page 25 for details.

Remove Select this to permanently remove a character from the party. Select 'Remove' then choose the character.



Use the ✚ key to highlight options and Button A to select highlighted options. Use Button B to escape out of menus without making a selection.

Save Select this to store the game in progress. Save the game often — especially before and after tough battles. You can go back to your saved game if you lose a battle.

Leave Select this to have the party break camp and resume adventuring.

Spell Menu

Magic is vital to the survival of the party and the success of the adventure. Healing spells like Cure Light Wounds or Cure Disease get characters back on their feet and ready for the next battle. Detect Magic tells you if items are magical treasures or not. Combat spells like Magic Missile, Fireball, or Lightning Bolt can blast enemies in battle.

Use the ✚ key to highlight options and Button A to select highlighted options. Use Button B to escape out of menus without making a selection.

Cast Select this to have a character cast a spell. Select 'Cast', then choose the character, the type and level of spell (for example: 'Cl Spell L1' for first-level cleric spells), then the spell. For some spells, such as Heal or Strength, you will need also to select a target character. Some spells only work in combat, while others only work before or after.

Memo Select this to have characters memorize spells for later use. Select 'Memo' then choose a character, a type and level of spell (for example: 'Cl Spell L1' for first-level cleric spells), then the spell to memorize. After you have selected all of the spells of one level, repeat the steps for all of the other levels of spells the character can memorize. When you have selected all of the spells for one character, press Button B and return to the 'Memo' option for other characters.

After all characters have selected their spells, press Button B several times to escape the Memo Menu. Answer "Y" to the question asking if you want to rest. If you do not rest, your characters will not have time to memorize their spells. If your party is not resting in an inn or other safe place, their rest may be interrupted by wandering monsters before characters can memorize all spells.

Scrb Select this to scribe magic-user spells into a spell book. Magic-users must cast Read Magic or have scrolls identified in a shop before casting or scribing from them. Select 'Scrb', then choose a magic-user character, a scroll to scribe from, and finally a spell. Magic-users can only scribe spells if they can also cast spells of that level. For example, a third level magic-user can scribe first and second level spells, but not third.

Drop Select this to clear memorized spells without actually casting them to make room to memorize new spells. Select 'Drop', then choose a character, the type and level of spell, then the spell.

Disp Select this to see if any characters in the party are affected by magic. The display will show effects such as Empower spells, Rings of Fire Protection, or Slow spells. Select 'Disp', then choose the character to view or select 'Party' to see if anything affects the entire party.

Combat

Before you can complete the adventure, there are monsters to slay and battles to win. Your party must fight their way past orcs, ghouls, giants, and many other fantastic foes. Your characters must battle with great skill and cunning.

Combat is in rounds, with 10 segments per combat round. Each character and foe acts in a specific segment each round. Those with higher dexterity will tend to act earlier in the round because of their greater agility and speed. Characters can sometimes act in segment 10 of a round and segment 1 of the next, seeming to move twice in row.

Different Types of Combat

There are two types of combat: ranged (with weapons like bows or slings), and melee (with close combat weapons like swords or maces). Characters with ranged weapons cannot fire if an enemy is next to them, once a foe moves close by, they must shift to melee weapons — this is important to remember if your party is attacked by creatures with bows or other ranged weapons.

Retreating

Characters can flee a battle and return to the party afterwards. The retreating character must reach the edge of the screen to escape the enemies. Whenever a character moves away from a foe that is next to him or her, the foe gets a free attack at the character's back.

Magic in Combat

Spells such as Fireball or Hold Person can be used to attack enemies, while spells such as Cure Light Wounds or Invisibility can be used to heal or protect characters. Characters cannot cast spells in any round that they have received a wound — it breaks the intense concentration required for magic. *Remember: if your party faces foes that include magic-users or clerics, you can keep them from casting by hitting them every round.*

Combat Menu

While in a menu, the ✣ key highlights options and Button A selects them. While moving, the ✣ key moves characters and Button A returns to the menu. Either from the Combat Menu or while moving, Button B postpones the character's actions until the end of the combat round.

Note: Not all Combat Menu options are available every time.

Move Select this to move the character. A character can move up to the number of squares displayed for his or her combat movement value on the View Screen. Characters can use melee weapons to attack foes by attempting to move into the enemy's square. Use the ✚ key to move the character and Button A to return to the Combat Menu.

Aim Select this to target either ranged or melee attacks. Select Aim then use the ✚ key to move the target cursor. Use Button A to select the target.

Cast Select this to have magic-users and clerics cast spells. This option is identical to 'Cast' in the Encamp Menu.

After selecting Cast from the combat menu, choose the level of the spell to cast and then the spell. Spells take different amounts of time to cast, so there may be a delay before the spell actually goes off.

Some spells, such as Cure Light Wounds, affect only one target — for these spells simply select the target. Some spells, such as Charm Person, affect several targets — for these spells you must select each target separately (use Button B to target less than the maximum number). Many spells, such as Sleep or Fireball, affect an area — for these spells a cursor in the shape of the effect area allows you to target. Move the cursor with the ✚ key and select the target with Button A.

Only combat spells can be cast in battle, and sometimes foes will not be affected by magical attacks. Some creatures have a natural resistance to magic, and other times a foe will make a *Saving Throw*. Saving throws are the random chance that a spell or poison will not do full damage. Characters also get saving throws. Characters and foes alike are more likely to make a saving throw as they increase in level or power.

Equip This works like the *Adventure Menu* option.

Use item Select this to use magic items such as potions, wands or scrolls in combat. Select 'Use item' then choose an item. If the item casts a spell or has an area effect, aim it as you would if you were casting.

Guard Select this to end the character's turn, bandage an expiring comrade, or to delay action to a later segment. The following options may appear when you select 'Guard:'

Done Select this to end the character's turn. If the character is armed with a melee weapon, he or she will attack any foes that move adjacent during the rest of the round.

Bandage (Only available if a comrade is expiring) Select this to give first aid to an expiring character and stop bleeding. Wounded characters lose 1 HP per round until they are bandaged or reach -10 HP and perish.

Delay Select this to have the character not do anything until segment 10. This is useful at the start of a battle if a character is stuck in the back ranks. Pressing Button B instead of selecting another option from the Combat Menu is the same as selecting 'Delay.'

Auto Select this to put a character in Auto Combat mode. This works like the 'Auto Combat' option on the Environ Menu. The only way to take a character out of Auto Combat mode is to wait until after the battle, select 'Environ' and set 'Auto Combat' to Off.

Turn (only available to clerics of good alignment) Select this to have clerics attempt to drive away undead creatures such as skeletons, zombies, or ghouls. A cleric may only use the 'Turn' option once per combat, and the power grows as the clerics gain levels.

After Combat

If any characters survive a battle, the party will carry slain or unconscious characters. You may want find a safe place to heal the wounded and memorize spells. Also, the party will earn experience points and may find gold, gems, or magical items. The experience points listed on the screen are divided evenly among all characters who are conscious at the end of the battle.

Take item Select this to have a character pick up a treasure item.

Use item This is identical to the Shop Menu option.

Detect Select this to examine the treasure for magical items. This option is only available if a character has a Detect Magic spell memorized.

Leave Select this to leave the treasure.

Magical Treasures

Magical treasures may be found after battles or hidden away in secret caches. You can find out if an item is magical by having a cleric or magic-user cast Detect Magic. You can also have items identified at any shop for a cost of 200 gold pieces.

Wands are traditional objects of enchantment. Powerful wizards can infuse a wand with a set number of charges of one spell. When the charges are used up, the wand disappears. To fire a wand, select the 'Use Item' option from the Combat Menu.

Potions are elixirs with magical properties. Potions may heal wounded characters, cause them to become hastened, make them invisible, or cause any number of other effects.

Scrolls contain either cleric or magic-user spells. Spells can be cast directly from scrolls, even if the character could not normally cast a spell of that level. Clerics can use scrolls simply by selecting the 'Use Item' option from the Adventure or Combat Menu.

Magic-users can scribe scroll spells into their personal spell books and memorize them later. See the 'Scribe' option under the Encamp Menu for more information. Before they can scribe or cast from scrolls, magic-users must first cast Read Magic or have them identified in a shop.

Enchanted Armor and Shields has the advantage of offering greater protection than identical non-magic armor, and magical armor does not limit a character's combat movement. Use the 'Equip' option to ready armor.

Enchanted Weapons come in many types and potencies. Most magical weapons will simply improve a character's THACØ and damage. Some weapons have additional bonuses against certain types of creatures. Once a weapon has been readied with the 'Equip' option, it will be used whenever the character attacks.

Enchanted Adornments such as bracers, necklaces, and especially rings are common treasures. Generally these items offer some type of protection, for example, some improve a character's AC, others decrease the effects of certain kinds of attacks (fire, for example). Ready these items with the 'Equip' option. Certain necklaces can be used to attack foes — to use these ready them with the Equip option, and fire them with the 'Use Item' option from the Combat Menu.

Enchanted Clothing are objects like cloaks, gloves, and girdles which are empowered with special properties. Like many enchanted adornments, these objects generally offer some kind of protection. Some items have other effects, like increasing a character's strength or providing protections from certain kinds of attacks. Ready magical clothing with the 'Equip' option.

Manuals are magical books that confer permanent gifts to the reader. Select 'Use' from the Use item Menu. The manual will disappear after it has been read once.

Cursed Items appear as regular magical items when a Detect Magic is cast but have bad effects on the character. Characters can not put down cursed items once they have been readied until a Remove Curse is cast.

Spell Descriptions/Cleric Spells

First Level Cleric Spells

Curse is the reverse of the Empower spell and decreases the THACØ of foes by 1.

Cause Light Wounds (Cause Lt Wnds) does 1-8 HP of damage to a foe. The cleric must be adjacent to the target to use this spell.

Cure Light Wounds (Cure Lt Wnds) heals 1-8 HP (up to the target's normal maximum HP).

Detect Magic indicates which equipment or treasure is magical. Select 'Equip' or 'Use item' to examine items after the spell is cast — items preceded by an (*) are magical.

Empower improves the THACØ of friendly characters by 1. Empower will not affect characters who are adjacent to monsters when the spell is cast. This is a good spell to cast before going into combat.

Protection from Evil (Prot/Evil) improves the AC and saving throws of the target by 2 against evil attackers.

Protection from Good (Prot/Good) improves the AC and saving throws of the target by 2 against good attackers.

Resist Cold improves saving throws vs. cold attacks by 3 and halves the remaining damage.

Second Level Cleric Spells

Find Traps indicates the presence of traps in the party's path.

Hold Person may paralyze targets of character type (human, elf, half-elf, dwarf, halfling, gnome), goblin, or hobgoblin. You may aim a Hold Person spell at up to 3 targets — press Button B to target fewer.

Resist Fire improves saving throws vs. fire attacks by 3 and halves the remaining damage.

Silence 15' Radius (Silence 15' R) magically deadens all sound and must be cast on a character or a monster. Target a foe, and he and all adjacent to him, will not be able to cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many HP of snakes as the cleric has HP.

Magic Hammer creates a temporary magic hammer. It can be thrown and does normal hammer damage plus one point for every three levels the caster has attained. The hammer appears in the clerics equipment list, and must be readied as any other weapon. The hammer will reconjure itself on the cleric's person if it is thrown.

Third Level Cleric Spells

Bestow Curse is a more powerful version of the Curse spell. This spell reduces the target's THACØ by 2.

Cause Blindness will render a foe unable to see. The cleric must be adjacent to the target to cast this spell.

Cure Blindness removes the effect of the Cause Blindness spell.

Cause Disease infects a foe with a disease which saps HP and strength.

Cure Disease removes the effects of disease caused by monsters such as mummies or by Cause Disease spells.

Dispel Magic removes the effects of spells that do not have specific counter spells such as Hold Person or Slow.

Meditation improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throw of monsters by 1. This is a good spell to cast before going into combat.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Spell Descriptions/Magic-User

First Level Magic-User Spells

Burning Hands (Burn Hands) causes 1 HP of fire damage per level of the caster. There is no saving throw.

Charm Person causes targets to join the caster's side in a battle. It only affects character types (human, elf, half-elf, dwarf, halfling, gnome), goblins or hobgoblins.

Detect Magic indicates which equipment or treasure is magical. Select 'Equip' or 'Use item' to examine items after the spell is cast — items preceded by an (*) are magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets. A target can only be under the effect of one enlarge spell at a time, and unwilling targets get a saving throw against the effect. The spell will stay in effect for more than one combat and is good to cast before tough battles.

Friends raises the caster's charisma 2-8 points. It can be cast just before dealing with non-player characters.

Magic Missile does 2-5 HP per missile with no saving throw. A magic-user throws one missile at first first and second levels, two missiles at third and fourth levels, and three missiles at fifth and sixth levels. Magic Missiles will damage any target within range unless the target is magic resistant or has certain magical protection.

First level Magic-User Spells (continued)

Protection from Evil (Prot/Evil) improves the AC and saving throws of the target by 2 against evil attackers.

Read Magic allows a magic-user to ready a scroll and read it. After a Read Magic is cast, a magic-user may scribe the spells from a scroll or cast them.

Reduce is the opposite of the Enlarge spell. If successful the spell will reduce the size and strength of a target.

Shield negates the magic missile spell, improves the magic-user's saving throw, and may increase AC.

Shocking Grasp does electrical damage of 1-8 HP, +1 HP per level of caster.

Sleep puts between one and nine targets to sleep with no saving throw. Up to 9 very small targets can be affected, but only one larger target. Some powerful opponents might not be affected at all.

Second Level Magic-User Spells

Detect Invisibility (Det Invisible) allows the target to see invisible foes. Invisibility makes the target invisible. The THAC0 of melee attacks against invisible targets is reduced by 4, and it is impossible to shoot ranged attacks, such as arrows, at invisible targets. Characters lose invisibility if they fight, use items or cast spells. Some monsters can see invisible characters.

Knock is used to open locks. This more sure than having a thief pick a lock.

Mirror Image creates 1-4 illusionary duplicates of the magic-user. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's damage by 25% + 2% per level of the caster.

Stinking Cloud (Stink Cloud) paralyzes those in its area for 2-5 rounds. If the target saves against the spell, it is not paralyzed, but is nauseated and has its AC reduced for 2 rounds. This spell has a very short range — so be careful not to catch characters in the cloud.

Strength raises the strength of the recipient one to eight points. The effects of the spell are less if the target already has 18 strength.

Third Level Magic-User Spells

Blink protects the magic-user. The magic-user 'blinks out' after he or she acts each round, and so can only be attacked early in a combat round.

Dispel Magic removes the effects of spells that do not have specific counter spells such as Hold Person or Slow.

Fireball does 1 to 6 HP per level of the caster to all targets within its area. Damage is halved if the target makes its saving throw. Fireball is a slow-casting spell, but is very powerful. Target carefully, otherwise, you may accidently destroy party characters.

Haste doubles the target's movement and number of attacks per round. Haste has a short duration and you should wait until a fight is imminent to cast it. Warning: each time a haste spell is cast on a character, that character ages one year.

Hold Person may paralyze targets of character type (human, elf, half-elf, dwarf, halfling, gnome), goblin or hobgoblin. You may aim a Hold Person spell at up to 4 targets — press Button B to target less.

Invisibility, 10' Radius (Invis 10' R) makes all targets adjacent to the caster invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at invisible targets. Use this spell to set up a battle line while the bad guys seek you out. Characters lose invisibility if they fight, use items or cast spells Some monsters can see invisible characters.

Lightning Bolt (Lightng Bolt) does 1 to 6 HP per level of the caster to targets along its path. Damage is halved if the target makes its saving throw. A lightning bolt is 4 or 8 squares long in a line away from the caster. For best results, move the spell caster to send the bolt down a row of opponents. It will attack all opponents along the line within its range. Target the first foe in the row (closest to caster). Lightning bolts will reflect off walls back toward the spell caster. This permits targets adjacent or close to a wall to be hit twice by the same bolt. Make sure the caster isn't hit by the reflected bolt.

Protection from Evil, 10' Radius (Prot/Evl 10' R) protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against evil attackers.

Protection from Good, 10' Radius (Prot/Gd 10' R) protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against good attackers.

Protection from Normal Missiles (Prot/Missiles) makes the target immune to non-magical ranged attacks.

Slow affects 1 target per level of caster, and halves the target's movement and number of attacks per round. Slow can be used to negate a Haste spell. This spell is especially useful against any creatures that do a lot of damage.

The Phlan Area Bestiary

This is a list of some of the monsters found in and around Phlan and the north shore of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others.

Ankhegs: Burrowing monster usually found in forests and farming areas. It resembles a legged worm armed with wicked mandibles and sharply hooked limbs.

Basilisk: A giant eight-legged lizard. One of the most dangerous creatures in the realms because their gaze can turn characters to stone!

Bugbear: Hideous giant-sized goblin who stands over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.

Centaur: These good creatures are half men and half horse. They are capable fighters and can be valuable allies.

Displacer Beasts: Six-legged puma-like creature with two ebony tentacles growing from behind its shoulders. This beast has the magical ability to displace its image about three feet from its actual body, making it an especially tricky opponent.

Drider: A strange mix with the torso, arms and head of a drow elf, and the lower body of a spider. This horror is the wicked counterpart of a centaur.

Efreet: A large, powerful genie from the elemental plane of fire. They are very arrogant and will only serve a powerful master.

Ettin: These creatures look like giant two-headed orcs. They have great strength and usually wield two spiked clubs that inflict terrible damage in combat.

Fire Giant: These wicked giants have flaming red hair and are immune to all fire attacks. They usually attack with giant two-handed swords.

Giant Frog: These are giant carnivorous frogs. They are fast, dangerous predators that may be poisonous.

Giant Lizard: These are the giant cousins of the common lizard.

Giant Mantis: These are the giant version of the common mantis. These creatures are fast, strong, and have tough natural armor.

Giant Snake: These are giant poisonous snakes.

Ghoul: These are vile undead whose touch may paralyze a man in combat. They feed on slain bodies and attack all living creatures on sight.

Gnoll: These creatures are hyena-headed humanoids who stand over seven feet tall.

Goblin: These are small humanoids common in the Realms.

Hill Giant: These are one of the smaller, more stupid giants, but they are still tough opponents. They usually carry large clubs.

Hippogriff: These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

Hobgoblin: These are human-sized, intelligent relatives of the goblin.

Kobold: These are small, cowardly humanoids who delight in pain and torture.

Lizardman: These are lizard-like humanoids. They are omnivorous but they have a particular fancy for humans.

Medusa: Hideous women-creatures with coiling masses of snakes for hair. They can turn a person to stone with their gaze.

Minotaur: A huge creature with the head of a bull and the body of a man. These creatures stand over eight feet tall, and are dangerous foes.

Mummy: These are powerful undead with great strength. The mere sight of one has been known to paralyze a character in combat. The touch of the mummy causes a strange rotting disease.

Nymph: These are extremely beautiful creatures that appear as ever-young females. They usually inhabit wild lakes and streams.

Ogre: These are large, foul-tempered, ugly humanoids.They are strong fighters.

Orc: These are vicious, pig-faced humanoids.

Phase Spider: A giant spider with the magical ability to "phase out" after it attacks. This power, combined with is venomous attack, makes it a great danger.

Quickling: These are small, fast-moving creatures. Because of their great speed they are invisible when they move.

Skeleton: These are the least of the undead. Skeletons are usually controlled by some wicked force.

Spectre: These are one of the most powerful of the undead. Their touch can drain the life out of character.

Stirge: These are small, blood-sucking birds.

Thri-kreen: Also called *Mantis Warriors*, this creature resembles a large preying mantis. They possess tough natural armor, cunning, and great agility.

Tiger: These are noble beasts who are both strong and silent. Though their normal prey are animals, they have been known to become "man-eaters."

Troll: Ravenous horrors found in almost all climates and locales. They attack with their dirty, clawed hands and must be slain quickly because they regenerate hit points.

Vampire: These are one of the most dreaded undead in the Realms. They can drain life levels, are strong fighters and are sometimes powerful magic users.

Wardog: These are large, strong dogs, trained for battle. Orcs, goblins and other humanoids are known to use them.

Wight: Nightmarish undead creatures that attack with vicious claws and are immune to all except silver or magical weapons.

Wild Boar(IV): These creatures are the wild relatives of the pig.

Wolf: Large canine meat-eaters, found in nearly all parts of the Realms.

Wraith: A powerful undead spirit that absorbs characters' life energy. These creatures steal levels from characters. The stolen levels can be regained by earning new experience, or by have a Restoration spell cast at a shrine.

Wyvern: These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

Zombie: Magically animated bodies controlled by a wicked force. Zombies always fight back until destroyed or turned.

Pool of Radiance Tables

Strength Table: Ability Adjustments

Ability Score	THAC0 Bonus	Damage Adjustment	Weight Allowance (in Gold Pieces)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	none	-150
8-9	normal	none	normal
10-11	normal	none	normal
12-13	normal	none	+100
14-15	normal	none	+200
16	normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
*18/01-50	+1	+3	+1,000
*18/51-75	+2	+3	+1,250
*18/76-90	+2	+4	+1,500
*18/91-99	+2	+5	+2,000
*18/00	+3	+6	+3,000

*These bonuses available only to fighters.

Dexterity Table: Ability Adjustments

Ability Score	Reaction/ Missile Bonus	AC Bonus
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

Constitution Table: Ability Adjustments

Ability Score	Hit Point Adjustment	Resurrection Survival
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%

*Bonus applies only to fighters; all other classes may be given a maximum hit point bonus adjustment for constitution of +2.

Bonus Attacks for High Level Fighters

Class	Level	Attacks/Round
Fighter	1-6	1/1
Knight	1-6	1/1
Paladin	1-6	1/1

Weapon Table

Name	Damage vs. Man Sized	Damage vs. Larger Than Man Sized	Number of Hands	Class
Bt Axe	1-8	1-8	1	f
L Bow*	1-6	1-6	2	f
S Bow*	1-6	1-6	2	f, th
C. L. Bow*	1-6	1-6	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart*	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Mace	2-7	1-6	1	f,cl
Sling	1-4	1-4	1	f,th
S Sling	2-5	2-7	2	f,cl
Spear	1-6	1-8	1	f
Staff	1-6	1-6	2	f,cl,mu
Btd Sword	2-8	2-16	2	f
L Sword	1-8	1-12	1	f,th
S Sword	1-6	1-8	1	f,th
2H Swrd	1-10	3-18	2	f
Trident	2-7	3-12	1	f

*Two Attacks per round.

f=fighter
cl=cleric
th=thief
mu=magic-user

Armor Table

Armor Type	Weight in sp.	AC	Maximum Movement*
None	0	10	-
Shield	50	**	-
Leather	150	8	12 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Splint	400	4	6 Squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* In addition to armor, movement may be limited by carried items. Minimum movement is 3 squares.

** A Shield subtracts 1 AC from any armor it is used with.

Level Advancement Tables

The following charts show the number of experience points a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember: All experience earned by multiple-class characters is divided evenly among all classes, even after the character has reached maximum level in a class.

	Level	Experience	Hit Points	Spells per Level 1	2	3
Cleric	1	0-1,500	1-6	1	-	-
	2	1,501-3,000	+1-6	2	-	-
	3	3,001-6,000	+1-6	2	1	-
	4	6,001-13,000	+1-6	2	2	-
	5	13,001-27,500	+1-6	3	3	1
	6	27,501+	+1-6	3	3	2
Cleric	9-12			-	-	-
Wisdom	13			+1	-	-
Bonus	14			+2	-	-
	15			+2	+1	-
	16			+2	+2	-
	17+			+2	+2	+1

Note: Bonus spells are only available when the cleric is entitled to spells of that level. For example, a 5th-level cleric with a Wisdom of 18 can memorize the following spells:

Number of Spells per Level	Level	Can Memorize
	1	5
	2	5
	3	2

	Level	Experience	Hit Points	Spells per Level 1	2	3
Magic-User	1	0-2,500	1-41	1	-	
	2	2,501-5,000	+1-4	2	-	-
	3	5,001-10,000	+1-4	2	1	-
	4	10,001- 22,500	+1-4	3	2	-
	5	22,501-40,000	+1-4	4	2	1
	6	40,001-60,000	+1-4	4	2	2
	7	60,001-90,000	+1-4	4	3	2
	8	90,001+	+1-4	4	3	3
Fighter	1	0-2,000	1-10			
	2	2,001-4,000	+1-10			
	3	4,001-8,000	+1-10			
	4	8,001-18,000	+1-10			
	5	18,001-35,000	+1-10			
	6	35,001-70,000	+1-10			
	7	70,001-125,000	+1-10			
	8	125,001+	+1-10			
Thief	1	0-1,250	1-6			
	2	1,251-2,500	+1-6			
	3	2,501-5,000	+1-6			
	4	5,001-10,000	+1-6			
	5	10,001-20,000	+1-6			
	6	20,001-42,500	+1-6			
	7	42,501-70,000	+1-6			
	8	70,001-110,000	+1-6			
	9	110,001+	+1-6			

Spell Summary Table

When:

Cmbt = Combat *only* spell
Camp = Camp only spell
Both = Camp or Combat spell

Rng:

T = Touch Range
dia = diameter
rad = radius
All = All characters in combat
# = Number of targets
#s = Number of squares

Duration:

r = combat rounds
t = turns
/lvl = per level of caster
targets= aim at each target

Clerical Spells

	Spell Name	When	Rng	Area	Duration
First Level Clerical Spells	Cause Lt Wounds	Cmbt	T	1	-
	Cure Lt Wounds	Both	T	1	-
	Curse				
	Detect Magic	Both	3	1	1t
	Empower	Both	5	5 dia	6r
	Prot/Evil	Both	T	1	3r/lvl
	Prot/Good	Both	T	1	3r/lvl

	Spell Name	When	Rng	Area	Duration
Second Level Clerical Spells	Find Traps	Camp	3	1	3t
	Hold Person	Cmbt	6	1-3	4r+1/lvl
	Resist Fire	Both	T	1	1t/lvl
	Silence 15' R	Cmbt	12	3 dia	2r/lvl
	Slow Poison	Camp	T	1	
1hour/lvl					
	Snake Charm	Cmbt	3	All	5-8r
	Magic Hammer	Cmbt	3	1	1r-lvl

Clerical Spells

	Spell Name	When	Rng	Area	Duration
Third Level Clerical Spells	Bestow Curse	Cmbt	T	1	-
	Cause Blindness	Cmbt	T	1	-
	Cure Blindness	Both	T	1	-
	Cause Disease	Cmbt	T	1	-
	Cure Disease	Camp	T	1	-
	Dispel Magic	Both	6	3x3 s	-
	Meditation	Both	0	All	1r/lvl
	Remove Curse	Both	T	1	-

Magic-User Spells

	Spell Name	When	Rng	Area	Duration
First Level Magic-User	Burn Hands	Cmbt	T	3 s	-
	Charm Person	Cmbt	12	1	-
	Detect Magic	Both	6	1	2r/lvl
	Enlarge	Both	.5/lvl	1	1t/lvl
	Friends	Cmbt	0	All	1r/lvl
	Magic Missile	Cmbt	6+lvl	1	-
	Protect/Evil	Both	T	1	2r/lvl
	Protect/Good	Both	T	1	2r/lvl
	Read Magic	Camp	0	1	2r/lvl
	Reduce	Both	.5/lvl	1	1t/lvl
	Shield	Cmbt	0	1	5r/lvl
	Shock Grasp	Cmbt	T	1	-
	Sleep	Cmbt	3+lvl	1-16	5r/lvl

Magic-User Spells

	Spell Name	When	Rng	Area	Duration
Second Level Magic-User	Det Invisible	Both	1/lvl	1	5r/lvl
	Invisibility	Both	T	1	-
	Knock		Camp	6	1 s/lvl - 1r/lvl
	Mirror Image	Both	0	1	2r/lvl
	Enfeeblement	Cmbt	T	1+.25 s/lvl	
	Stink Cloud	Cmbt	3	2x2 s	1r/lvl
	Strength	Camp	T	1	6t/lvl

	Spell Name	When	Rng	Area	Duration
Third Level Magic-User	Robe/Blink	Both	0	1	1r/lvl
	Dispel Magic	Both	12	3x3 s	-
	Fireball	Cmbt	10+lvl	2/3 rad	-
	Haste	Both	6	4x4 s	3r+1/lvl
	Hold Person	Cmbt	12	1-4	2r/lvl
	Invis 10' R	Both	T	2 dia	-
	Lightning Bolt	Cmbt	4+lvl	4,8	-
	Prot/Evl 10' R	Both	T	2 dia	2r/lvl
	Prot/Gd 10' R	Both	T	2 dia	2r/lvl
	Prot/Missiles	Both	T	1	1t/lvl
	Slow	Cmbt	9+lvl	4x4 s	3r+1/lvl

Getting Started

Selecting Adventurers

A good mix of characters makes a strong, flexible adventuring party. Here's one party suggestion:

Party 1

Dwarf Fighter
Human Magic-User
Human Cleric
Half-elf Magic-User/Cleric
Elf Fighter/Magic-User/Thief

Beginning the Adventure

After the guided tour, take your party to an Arms and Armor Shop and purchase equipment — be careful to outfit all of the characters without running out of gold. Here are some suggestions for equipping each type of character:

Fighters:	Clerics:	Thieves:	Magic-Users:
Banded Mail	Banded Mail	Leather Armor	Darts
Long Sword	Flail	Long Sword	Staff
Shield	Shield	Short Bow	

After outfitting the party, select the 'Use item' and 'Ready' options to equip weapons and armor.

When you have readied all equipment, go to an Inn to encamp, memorize spells and save the game. Good spells are Sleep for magic-users and Cure Light Wounds for clerics.

Go to the City Council Clerk and get the commission to clear the slums of Phlan, and then proceed to the entrance to the slums.

Use the following directions to get to the first encounter in the slums:

1. Enter the slums and go through the first door (to the south).
2. Proceed to the next door (to the west) and go through it.
3. Turn north, and go through the next door.
4. At the end of the hall, you can turn west or go through the door to the east. Go through the door.
5. Go one square to the north, and go through the door to the west.

Now you are on your own...

Adventuring Tips

When the party has purchased and equipped weapons and armor, go to an Inn and have magic-users and clerics memorize spells. After this, save the game before beginning the adventure.

Here are some hints and tips that will help while you adventure:

- Encamp often — especially after tough fights or finishing areas, such as the slum of Phlan. Have spellcasters memorize spells, heal wounded characters, and *save the game.*
- Visit the City council Clerk in Phlan when you don't know where to go next.
- Use protection spells such as Meditate, and preparation spells such as Enlarge or Strength before tough battles.
- As you adventure you will find treasures: gold, magical weapons and armor, etc. Outfit your characters with new equipment as you go. If you haven't had an item identified yet, check your characters' THAC0 and AC when you equip a new item to see what it does.
- Once you start getting a lot of good items, be picky and only keep the really valuable items, potions and scrolls — remember that you only have limited space.

90-Day Limited Warranty FCI Game Paks

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

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